The aim of the activity was to develop a learning activity based around play incorporating technology.

We were effective in meeting the purpose of the task as we were able to make realistic decisions in the use of our class and personal time. The overview and division of the proposed tasks were critical factors in our group’s management of how it all fitted together for the technology based learning activity.

In preparation, the group discussed interactive and original methods of how to incorporate technology into a play activity. The chosen activity of a Transportation adventure circuit required children to engage in imaginative play while travelling to three destinations including the Jungle Safari, Carnival, and Under the Sea. The use of an iPod allowed the children to use their logic to problem solve when associating the audio clips to their corresponding destinations. We made the decision that we would not make assumptions about the level of technology that young children may be able to use. The students were fascinated and only one had used an iPod. All could use the technology incorporated and were able to move between the stations. Creating cardboard cameras was successful as a tangible keepsake. This enabled children to engage in an imaginative role play within each theme. The pattern of the cardboard camera was designed to be easily assembled and we had practiced how to construct it. The design was modified to make it easy for the young child to fold the template together with our assistance.

Time was the group’s predominant concern as our decision to incorporate three time based activities placed greater pressure us to gather equipment and plan activities. Consequently, equipment like the ocean backdrop and the tickets for the trip were crafted individually as class time was better used to discuss our ideas and intentions. We had thought through all stages of the learning activity and were well prepared.

It would have been a better idea if the groups could have had separate areas to run their learning activities due to other group’s noise and space taken up by their activities.

The practical was well received by the children who engaged in imaginative and creative play while interacting with their fellow peers in the Transportation adventure circuit. The integration of an iPod allowed for an element of mystery and allowed the children to apply their logic to problem-solve and match the destinations with corresponding sounds.

Word count: 403